Diagnose an optional last-location share that overrides a portal destination

An optional last-location share can redirect a player after another plugin chooses a destination. This can look like a broken portal even when the portal’s target is correct. Compare the first and second arrival positions on a test route before changing either system.

Work through the change

1. Record the portal’s intended destination, the player’s actual arrival and the relevant world groups. Back up configuration and test profiles before changing their travel state.
2. Read the installed plugin’s last_location share behaviour and optional-share toggle. Check whether the share appears in a group but remains inactive, or is active through a broader configuration.
3. On staging, set a marked last position in one world, leave it and return through the portal. Record whether the player appears there immediately or moves again after the initial teleport.
4. Trial the intended last-location policy for that group while keeping the portal target unchanged. Repeat first entry, return entry and travel from an ungrouped control world.

Check the result

The player should follow the chosen policy consistently: either the saved group location or the explicit portal route. Document which behaviour your server promises. A group can send a returning player to a different world than the portal’s target, so inspect the world name as well as coordinates.

Write down the expected destination for a first visit and a return visit separately. Last-location sharing can make those experiences intentionally different. A portal is not necessarily malfunctioning if the inventory plugin redirects a returning player to a previously recorded place under the enabled policy.

Recover or stop safely

Restore the earlier optional-share configuration and matched profile state if the trial confuses travel. Do not move the portal landing repeatedly to counteract a later redirect. Keep the reproduction route and timestamps so support can trace both teleport decisions.

Related guidance and maintainer reference

For the broader setup, read Separate creative and survival inventories with Multiverse-Inventories.

Check the installed plugin version before applying syntax from the official Multiverse-Inventories documentation.

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